

scope of the invention will become apparent to those skilled in the art from this detailed description.--

Please replace the paragraph beginning on page 5, line 11, with the following rewritten paragraph:

--The aforementioned objects, features and advantages of this invention will become apparent by referring to the following detailed description of preferred embodiments with reference to the accompanying drawings, which are given by way of illustration only, and thus are not limitative of the present invention, and wherein:--

IN THE CLAIMS:

Please amend the claims as follows:

1. (Amended) A method of rendering a 2-D graphic object, having a plurality of pixels, to a 3-D graphic object, comprising the following steps of:

determining a directional relation corresponding to said pixels, wherein said directional relation defines relations between said pixels and edges of said 2-D graphic object,

generating z-axis parameters corresponding to said pixels in response to said directional relation with an effect function, ^{wherein} said effect function renders said z-axis parameters responsive to a

relation limit varied with directions of said directional relation;
and

rendering said 3-D graphic object in response to said 2-D graphic object and said z-axis parameters.

4. (Amended) A method of rendering a 2-D graphic object, having a plurality of pixels, to a 3-D graphic object, comprising the following steps of:

determining a directional relation corresponding to said pixels, wherein said directional relation defines relations between said pixels and edges of said 2-D graphic object;

generating z-axis parameters corresponding to said pixels in response to said directional relation with an effect function, said effect function renders said z-axis parameters responsive to a mapping table defining offset values of said z-axis parameters; and

rendering said 3-D graphic object in response to said 2-D graphic object and said z-axis parameters.

7. (Amended) A method of rendering a 2-D graphic object, having a plurality of pixels, to a 3-D graphic object, comprising the following steps of:

determining a directional relation corresponding to said pixels, wherein said directional relation defines relations between said pixels and edges of said 2-D graphic object;

generating z-axis parameters corresponding to said pixels in response to said directional relation with an effect function, said effect function renders said z-axis parameters responsive to a relation limit varied with directions of said directional relation, a contour curve, and a mapping table defining offset values of said z-axis parameters; and

rendering said 3-D graphic objection in response to said 2-D graphic objection and said z-axis parameters.